

**SYSTEMS AND METHODS FOR PREVENTING
UNAUTHORIZED USE OF DIGITAL CONTENT**

Abstract of the Disclosure

5 Theft, distribution, and piracy of digital content (software, video, audio, e-books, any
content of any kind that is digitally stored and distributed) is generally accomplished by copying
it, if possible, or, if it is protected from being copied in any fashion, such piracy is based upon a
number of reverse engineering techniques. Aside from the straightforward copying of
unprotected content, all of these other methods require first an understanding of the protective
10 mechanism(s) guarding the content, and finally an unauthorized modification of that protection
in order to disable or subvert it. Methods that prevent a skilled individual from using reverse
engineering tools and techniques to attain that level of understanding and/or prevent anyone from
performing such modifications can offer significant advantages to content creators who wish to
protect their products.

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